

METHOD AND APPARATUS FOR GRAPHICS RENDERING ON A MOBILE DEVICE

ABSTRACT

A method and apparatus for graphics rendered in a mobile device includes a command queue capable of receiving a plurality of rendering commands, a generate_event command and a wait_until command. The wait_until command corresponds to the completion of a specific operation indicated by the generate_event command. The method and apparatus further includes a direct memory access device operably coupled to the command queue, wherein the DMA device is capable of receiving a memory access command in response to the generate_event command. A memory device is capable of storing rendering information, wherein the memory device is accessible in response to the generate_event command. Furthermore, the method and apparatus includes the command queue capable of queuing the rendering commands in response to the wait_until command until the completion of the operation indicated by the generate_event command.